FIG. 1

FIG. 2

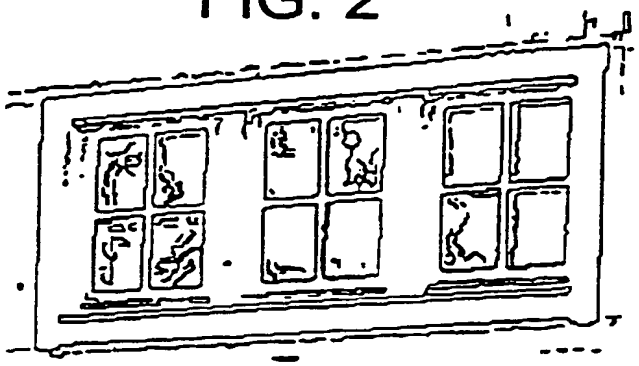


FIG. 3

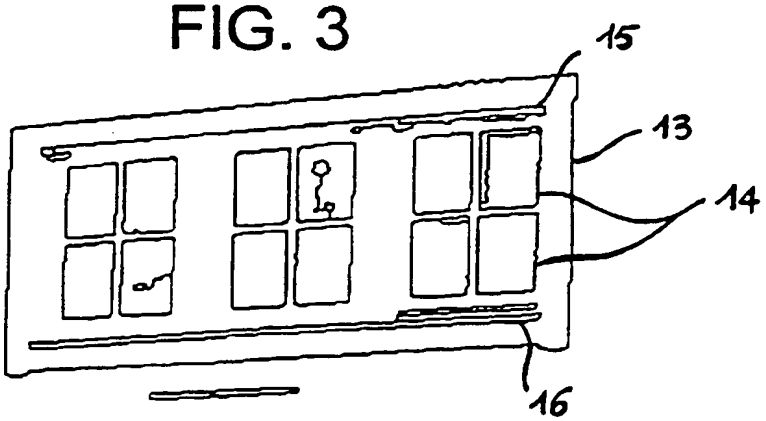
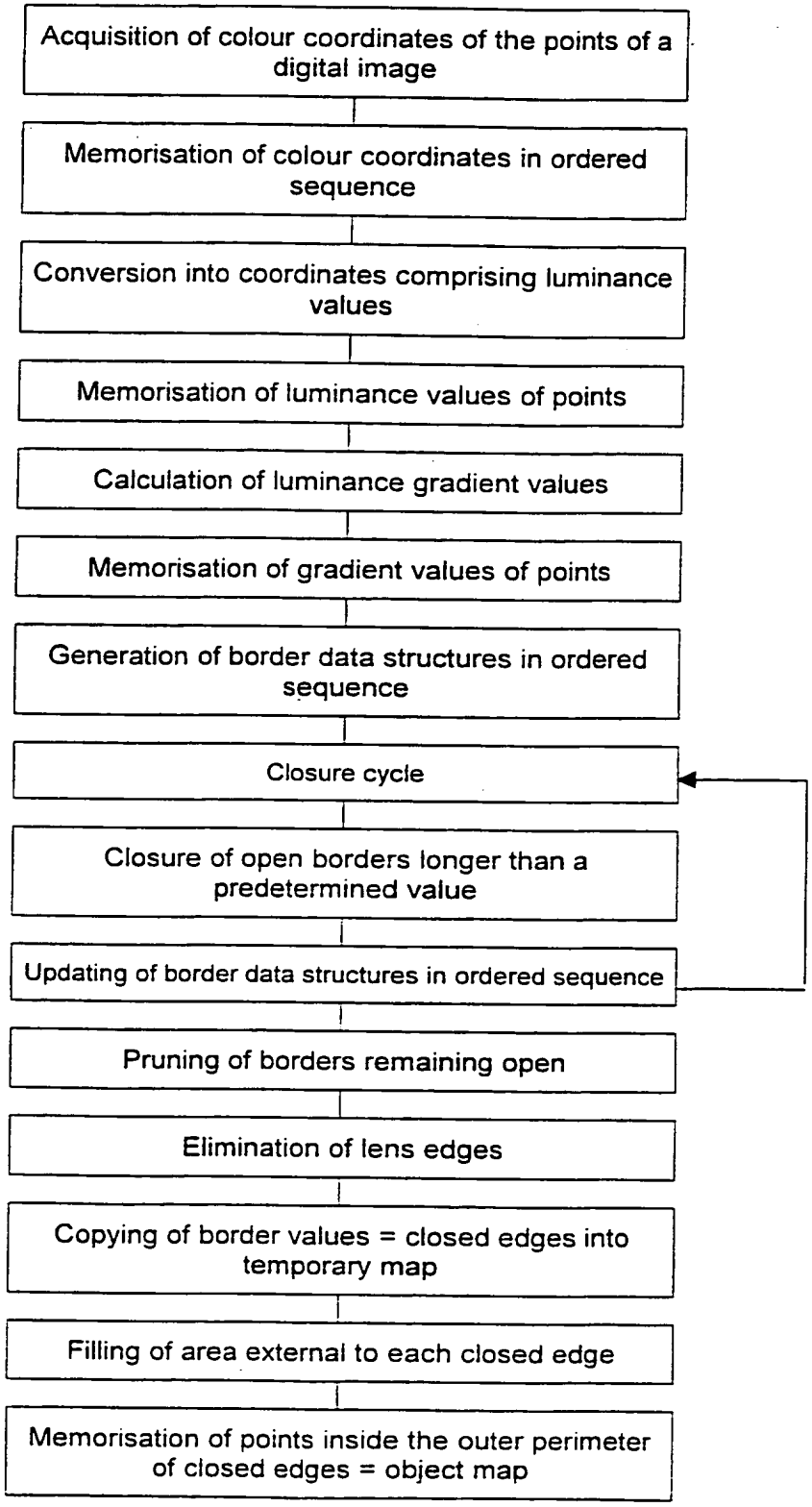


FIG. 4


Acquisition of colour coordinates of the points of a digital image
Memorisation of colour coordinates in ordered sequence
Conversion into coordinates comprising luminance values
Memorisation of luminance values of points
Calculation of luminance gradient values
Memorisation of gradient values of points
Generation of border data structures in ordered sequence
Closure cycle
Closure of open borders longer than a predetermined value
Updating of border data structures in ordered sequence
Pruning of borders remaining open
Elimination of lens edges
Copying of border values = closed edges into temporary map
Filling of area external to each closed edge
Memorisation of points inside the outer perimeter of closed edges = object map

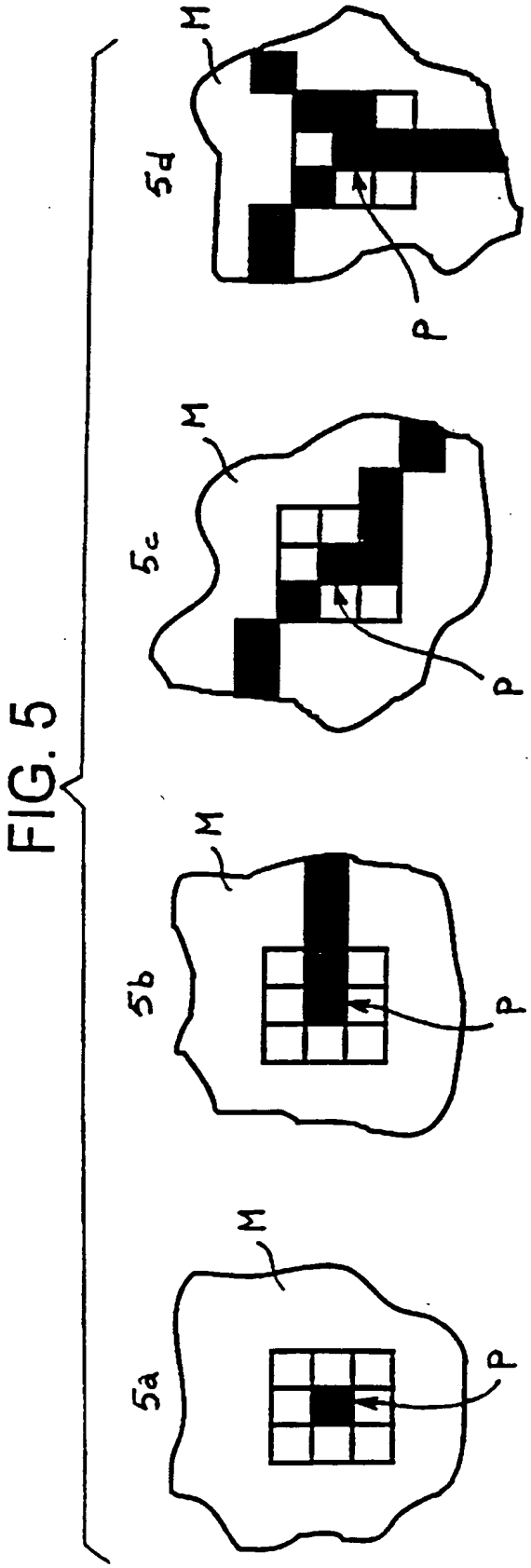


FIG. 5

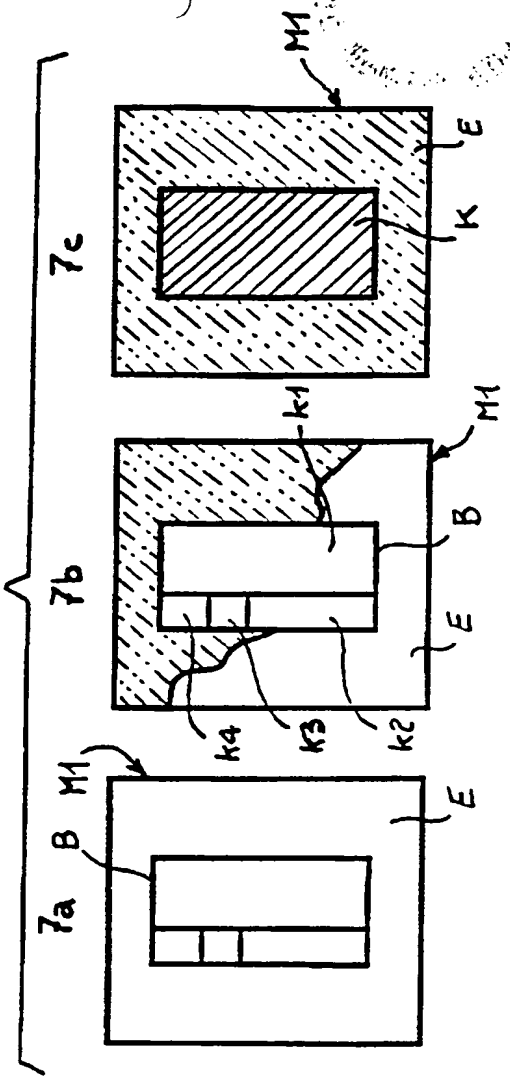


FIG. 7

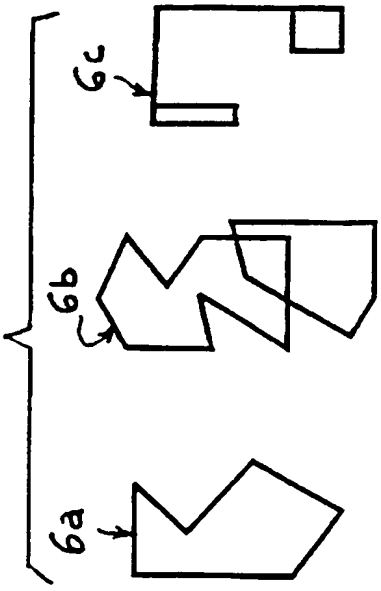


FIG. 6